

Contract for Immortality

“Option to be taken up by any sufficiently powerful entity that could imbue me with immortality”

This is currently under draft and cannot be agreed to at this stage

1 Introduction

This contract is between Paul Yeatman, here on referred to as “Halien” and any sufficiently powerful being who can bestow immortality (and everything else referred to in this contract) on Halien. Such a being is here on referred to as “Entity”. This contract is invalid if Halien currently possesses an immortal soul or during the term of this contract is can be made immortal through other means. Special consideration may be granted if Halien wishes to for go for the ability to transfer his full consciousness into other being at will. This consciousness transference will here by be referred to as “jaunting”. The being that will be jaunted into will here by be referred to as the “vessel”.

Acceptance of this contact will be indicated by Entity having first option on Halien’s soul and Halien having the ability to heal extremely quickly (if imbued with physical immortality). An example of such healing speed would be having a 1cm deep cut 10 cm long healing in 10 seconds with no evidence of scarring or redness. Halien will also be maintained in an extremely fit and healthy state representative of a fully functional and perfectly working *Homo sapien* 25 year old as indicative of a prime specimen year 2001.

The ability to jaunt will be evidenced by Halien becoming a strong telepathic. An easy reference for this would be a P12 on the circa 1990’s Earth TV series *Babylon 5*.

Should Entity default on what has been agreed upon, Entity will transfer all of Entity’s powers, possessions and knowledge to Halien. Halien may cancel this contract at any time if he feels that all the conditions of this contract are not met.

Entity will take possession of the soul of Halien after Halien willingly decides to cease his existence in this multiverse. Halien may not be coerced, tricked, manipulated or otherwise trapped into yielding his soul to Entity.

NOTE: Primarily this contract is concerned with Section 2, but Section 4 may be optioned at any time during the course of this contract. Only Halien’s willing consent is required for Section 4 to be exercised.

2 Physical Immortality

2.1 Ways Halien May Not Be Killed

2.1.1 Disease Resistance

Throughout the course of this contact, Halien will not suffer diseases of any kind. This includes but is not limited to the following: infections (bacterial, fungal, viral), prion attack, specific and unspecific genetically targeted weapons, auto immune diseases and decrepitude associated with aging.

2.1.2 Loss of physical integrity

Throughout the course of this contact, Halien will not be killed should he lose physical integrity. Should the Halien suffer a loss of cohesion via one of the following methods: vaporisation, crushing, gun shot, stabbing, micro meteor impact, explosion, implosion, rapid change of momentum, shattering via freezing (including but not limited to those stated), one of the following will happen. In the event of a minor dismemberment, Halien will mend fully in no more than 5 minutes. Should a limb or any part of the body be lost, it will grow back within these five minutes. Should the detached limb be found, and reattached, it shall reattach within the specified time. Should a limb be found and attached after a

replacement limb has grown, the original limb will not reattach to Halien. In the event of a major dismemberment, Halien will have the option to jaunt to a fresh body (section 3).

Throughout any loss of integrity, Halien will remain conscious but will not feel pain. Rather he will view proceedings with interested detachment.

2.1.3 Bone Breakage

Throughout the course of this contact, should a bone of Halien be broken, snapped, shattered or otherwise structurally compromised it will fully and perfectly mend in 1 minute with no after effects. The mending will cause no discomfort to Halien.

2.1.4 Gravity well crush clause

Throughout the course of this contact, Halien will be able to be crushed by gravity wells or gravitic effects of any kind. Refer to 2.1.2.

2.1.5 No oxygen

Throughout the course of this contact, Halien will suffocate through any means including (but not limited to) asphyxiation, drowning, smoke inhalation, or breathing non Terrestrial atmosphere. During periods without oxygen Halien will remain fully functional and aware and suffer no ill affects.

2.1.6 Poisoned - what happens here

Throughout the course of this contact, Halien will not be affected by any poisons including (but not limited to) nerve toxins, venoms and ammonium compounds.

2.1.7 Electrocutted/thermal damage

Throughout the course of this contact, Halien will suffer the thermal damage effects of electrocution. Furthermore he will not be able to be burnt either by an excess or deficit of thermal activity through any means including (but not limited to) electrical current, molten substances, plasma, lightning, creatures emitting currents, liquid gases, atmospheric re-entry, freezing liquids or the depths of space. Halien will remain untouched by all of these conditions and remain aware and fully functional.

2.1.8 Brain damage

Throughout the course of this contact, Halien will not suffer brain damage of any kind, either by loss of blood or physical or mental disruption. Halien's consciousness is not bound by his from during this contract and thus is unaffected by the temporary physical states his body may be in. Should Halien encounter a brain sucker, the total loss of his brain will not result in a loss of function, memory or personality – his brain will spontaneously grown back within five minutes and the brain sucker will be fatally poisoned.

2.1.9 Absence Of Pressure

Throughout the course of this contact, Halien will not suffer ill affects through loss of pressure, including (but not limited to) decompression sickness, decompression associated with ruptured aircraft or spacecraft. In the event of such loss of pressure, Halien will remain fully aware and functional. In the event Halien experiences loss of pressure in the depths of space he will be able to shut down until retrieved. Should Halien be in a situation where he cannot be retrieved, means should be made available for the transport of Halien to a space faring culture by the Entity. Such a culture must not be xenophobic and possess at least warp drive capability.

2.1.10 Spinal column/never damage

Throughout the course of this contact, Halien will suffer lasting effects by nerve or spinal column damage. Refer 2.1.2, 2.1.3, and 2.1.7.

2.1.11 Loss of heart integrity - what happens

Throughout the course of this contact, Halien will not suffer ill effects from loss of heart integrity. . Refer 2.1.2, 2.1.3, and 2.1.7.

2.1.12 Crossing into universe with differing physical laws

Should Halien make use of universe/parallel dimension accessing technologies, he will not suffer consequences associated with crossing into a universe with different physical properties than the region of space where this contact was drafted. Refer 2.1.2.

2.1.13 Blood Loss

Throughout the course of this contact, Halien will not suffer ill affects through loss blood. Refer 2.1.2.

2.1.14 Super naturals

Throughout the term of this contract, Halien may not be killed or converted by any supernatural beings or entities that may have existed, exist now or will develop in the mutiverse.

2.2 Further Explanation of Possible Death Scenarios

In addition to the above points, Halien may not be killed or destroyed by any means existing now, developed in the future, previously developed and now lost in the mutiverse, including any means used to kill Halien that is not mentioned here. The inability to kill Halien will mean that his soul, mental essence, consciousness or other definition for such an idea (here by referred to as soul) remains bound to his form except where the jaunt clause takes effect. Halien's soul may not be delivered to Entity if all the conditions specified in the jaunt are adhered to.

2.3 Sickness And Other Ailments.

For the term of this contract Halien will not experience parasitaton, headaches, mental problems, aches, pains, sunburn or any other so called minor ailments.

3 Perfect Healing Ability

The healing ability granted with this contract does not rely on the physical condition of Halien. The energy used to heal Halien will be drawn from whatever energy is available for healing at the time healing is required. This may include thermal, electrical, nuclear or magnetic energy and does not include the use of other's life forces to heal Halien.

3.1 Ability to partake in hardware upgrades

Should technology either lost, existing or invented exist in the mutiverse to allow enhancement through hardware upgrades, the super healing standard with this immortality contract is will be suspended during any upgrade surgery that has been agreed to by Halien. Once the surgery is complete, his body will heal as previously stated with the exclusion of rejecting the implanted tech. Such implanted tech will function, as it would be expected to in a mortal being for which implantation was designed.

4 Jaunting

4.1 Overview

Jaunting is the ability to transfer one's soul at will to another vessel. In the event that the jaunter's body has been irreparably damaged outside the scope of this contract, or such a condition has been met to allow for this section to spontaneous be exercised, the vessel's soul will be placed in stasis until jaunted out of. At such time, the original occupant of the vessel will resume full control. Should Halien jaunt into another species or an "alien" being, the vessels consciousness will be suspended in this case. Should Halien jaunt from one vessel into a vessel of the same species, the vessel jaunted into will have it's soul transferred to the jaunted from vessel, and the vessel being jaunted into will have it's consciousness suspended. Jaunting

cross species will transfer control of the jaunted vessel back to the original occupant.

Jaunting into a vessel does not convey all the memories of the vessel into the jaunter's consciousness. Rather, the jaunted carries and maintains his own memories and personality and has no access to the vessel's original occupant's experiences.

The number of times Halien may jaunt is infinite, but it is not intended that Halien jaunt excessively. Excessive jaunting will not void this contract; it will just make things "interesting" for the vessels jaunted to.

Halien may jaunt from his current physically immortal body to a vessel and back to his own body should he wish.

4.2 Scope

For the life of this contract, should Halien jaunt, the vessel occupied will be imbued with all that is specified in Section 2 to 3. Though jaunting may be an inconvenience to the vessel taken over, it is much better than loosing the vessel's soul. Vessels' original occupants will in no way be imbued with physical immortality or the ability to jaunt. The vessel's original occupants are prevented from ever harming Halien, even if they develop a similar contract or form alliances or contracts with any entities. They are prevented from calling upon other entities, or petitioning entities to seek means to cause Halien harm either directly or indirectly.

4.3 Specifics

4.3.1 Jaunt Time

The time required for Halien to jaunt is instantaneous (and thus not measurable by any time scale). Jaunt time is not bound by physical or mental size of the vessel.

4.3.2 Proximity to Vessel Being Jaunted Into

Should Halien have a fully functional body as described in Section 1, to initiate a jaunt, physical touch will be required. This may be a bump, brush, handshake or any touch at all. The duration of touch is independent of jaunting. Initial contact with the vessel intended to be jaunted into may initiate the jaunt if desired. A jaunt may be initiated at any point during contact. Should contact be broken when a jaunt was about to be initiated, the jaunt will not occur and no harm will befall either Halien or the vessel in any way at all.

Should Halien not be in a corporal form, then he may jaunt into any suitable vessel at will by travelling anywhere inside the space occupied by the vessel.

4.3.3 Form Of Vessel That Can Be jaunted Into

Halien may jaunt into any suitable vessel. A suitable vessel is described by the following: any being of suitable construction and physical properties capable of holding a consciousness, any being of suitable construction and physical properties capable of self awareness.

Such vessels are not limited to those native to Terra and do not require the same type of generalised construction as Halien.

Should Halien attempt to jaunt into an unsuitable vessel, the jaunt will not take place and neither Halien nor the (intended) vessel be harmed in any way.

Vessel jaunted into may be multi-sexed, sexless, male or female.

4.3.4 Maintenance of Soul Outside of Original Body Or Any Vessel

In the event that Halien's body is somehow irreparably damaged outside the repair specifications of this contract, then Halien's soul will be maintained outside of a physical construction for a maximum of 100 Terran years (as defined by the year this contract is effected).

While devoid of a corporal form, Halien will not be affected by gravity wells, radiation, magnetism or any other physical phenomena of the universe he is in at the time.

While devoid of a corporal form, Halien will not be influenced by any entity, consciousness or otherwise intelligent (or intentful) thing.

While devoid of a corporal form, Halien will be able to travel where he wishes by thinking.

While devoid of a corporal form, Halien will maintain his memories, awareness, intents and personality. Being maintained devoid of corporal form will in no way affect Halien's memories, awareness, intents and personality. He is to remain in the equivalent of perfect mental health.

4.3.5 Soul Travel Speed

While devoid of a corporal form, Halien will be able to travel at light speed time 10 (travel may be at any speed from 1 centimetre a second up to $10 \times c$). Such travel will require no acceleration or deceleration periods and will not be bound by any physical phenomena other than that of light speed in a vacuum in the region of space around Terra at the time this contract come into affect. Relativistic effects will not be associated with Halien's

This will allow Halien 100 Terran years to locate a suitable vessel. Time spent outside a corporal form is not cumulative and is reset upon jaunting into a vessel.

4.3.6 Vessel's Original Occupant

The transference of Halien's soul into a vessel will displace the vessel's soul into the body from which Halien has jaunted (assuming the vessel jaunted into is of the same design as that jaunted from – same is defined as same genus *and* species). Should Halien jaunt to a differently designed vessel (defined as not of the same genus and species, organic or inorganic, natural or constructed) the vessel jaunted to will have it's original consciousness suspended until Halien jaunts out of the vessel. NOTE: for simplicity "the original consciousness" is defined as that being displaced or suspended as a result of the jaunt

Displacement of the vessel's original consciousness into the vessel previously inhabited by Halien (including the body Halien inhabits at commencement of this contract) in no way allows the displaced consciousness to access anything but their own memories, consciousness and personality. The same rules apply here for displaced consciousness as for Halien's soul

Should jaunting require suspension of the original consciousness, jaunting from the vessel into a new vessel will restore control to the original consciousness. As the original consciousness will not have access to Halien's memories, etc, it will be unaware of what has occurred.

4.3.7 Sentient Computers/Androids/Systems/Constructs

Should Halien jaunt into an 'artificial' construct capable of maintaining his consciousness, all the clauses related to jaunting will apply except for 4.3.8. Should such a vessel cease functioning then Halien will be free to find a new vessel. Should such a system hang or crash, Halien's memories, consciousness, awareness and personality will remain unaffected.

4.3.8 Vessel's Physical Characteristics Once Jaunted Into

Upon jaunting to a vessel, the vessel will become immortal as specified in this contract. Halien may jaunt from any vessel occupied imbuing such vessels with the immortality described in this contract for the duration on Halien's occupation.

4.3.9 Vessel Jaunted From And Halien's Original Body's Physical Characteristics

Upon jaunting, the form jaunted from will revert back to it's original mortal state. To clarify this, should Halien occupy a vessel for 100 years, the vessel will not age 100 years once Halien jaunts

from the body; rather it will resume normal functioning. i.e. vessel jaunted from will act like a Terran 25 year old Human for all intents and purposes.

4.3.10 Halien Not Bound By Vessel's Form

Halien will maintain his own experiences, memories and personality regardless of what vessel he jaunts into. To clarify this, should Halien jaunt into a cat for example, he will be fully aware that he is Halien and not a cat. He will not be governed by the cat's ordinal though processes, nor will any hormones affect him that the cat may produce that govern cat behaviour. This ensures that should Halien jaunt into a vessel that differs in thinking, awareness or point of view, he will not believe he is of that vessel's design – he will maintain his original individuality. T

5 Concluding Remarks

Should sufficient technologies develop to allow for physical immortality and consciousness transference to occur and Halien obtains access to them, then this contract is voided. Should Halien evolve sufficiently during the course of this contract to a level equal or greater than Entity, this contract is voided. Should Entity wish to add clauses and exclusions they must be set out in an un-confusing straightforward manner understandable by Halien in Section 6. Should more than one entity wish to tender for this contract, they must add additional sections in numerical order following Section 6 and must be set out in an un-confusing straightforward manner understandable by Halien.

6 Exclusions and Clauses Proposed by Entity One.

7 Exclusions and Clauses Proposed by Entity Two.

8 Exclusions and Clauses Proposed by Entity Three.

9 Exclusions and Clauses Proposed by Entity Four.

Signatures

Date: / /

Signature of human

Date: / /

Signature of Entity